Specification By Example

Gojko Adzic

Specification by Example Gojko Adzic,2011-06-02 Summary Specification by Example is an emerging practice for creating software based on realistic examples, bridging the communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver software, without defects, in short iterative delivery cycles. About the Technology Specification by Example is a collaborative method for specifying requirements and tests. Seven patterns, fully explored in this book, are key to making the method effective. The method has four main benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose. About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial institutions, working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Common process patterns How to avoid bad practices Fitting SBE in your process 50+ case studies

EXECUTE: EXAMPLE 2. EXAMPLE 3. Case studies Key benefits Key process patterns Living documentation Initiating the changes Deriving scope from goals Specifying collaboratively Illustrating using examples Refining the specification Automating validation without changing specifications Validating frequently Evolving a documentation system uSwitch RainStor Iowa Student Loan Sabre Airline Solutions ePlan Services Songkick Concluding thoughts

Specification by Example Gojko Adzic,2011 Describes a method of effectively specifying, testing, and delivering software, covering such topics as documentation, process patterns, and automation, along with case studies from a variety of firms.

<u>Writing Great Specifications</u> Kamil Nicieja,2017-10-25 Summary Writing Great Specifications is an example-rich tutorial that teaches you how to write good Gherkin specification documents that take advantage of the benefits of specification by

example. Foreword written by Gojko Adzic. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The clearest way to communicate a software specification is to provide examples of how it should work. Turning these story-based descriptions into a well-organized dev plan is another matter. Gherkin is a human-friendly, jargon-free language for documenting a suite of examples as an executable specification. It fosters efficient collaboration between business and dev teams, and it's an excellent foundation for the specification by example (SBE) process. About the Book Writing Great Specifications teaches you how to capture executable software designs in Gherkin following the SBE method. Written for both developers and non-technical team members, this practical book starts with collecting individual feature stories and organizing them into a full, testable spec. You'll learn to choose the best scenarios, write them in a way that anyone can understand, and ensure they can be easily updated by anyone.management. What's Inside Reading and writing Gherkin Designing story-based test cases Team Collaboration Managing a suite of Gherkin documents About the Reader Primarily written for developers and architects, this book is accessible to any member of a software design team. About the Author Kamil Nicieja is a seasoned engineer, architect, and project manager with deep expertise in Gherkin and SBE. Table of contents Introduction to specification by example and Gherkin PART 1 - WRITING EXECUTABLE SPECIFICATIONS WITH EXAMPLES The specification layer and the automation layer Mastering the Given-When-Then template The basics of scenario outlines Choosing examples for scenario outlines The life cycle of executable specifications Living documentation PART 2 - MANAGING SPECIFICATION SUITES Organizing scenarios into a specification suite Refactoring features into abilities and business needs Building a domain-driven specification suite Managing large projects with bounded contexts

ATDD by Example Markus Gärtner, 2013 With Acceptance Test-Driven Development (ATDD), business customers, testers, and developers can collaborate to produce testable requirements that help them build higher quality software more rapidly. However, ATDD is still widely misunderstood by many practitioners. ATDD by Example is the first practical, entry-level, hands-on guide to implementing and successfully applying it. ATDD pioneer Markus Gärtner walks readers step by step through deriving the right systems from business users, and then implementing fully automated, functional tests that accurately reflect business requirements, are intelligible to stakeholders, and promote more effective development. Through two end-to-end case studies, Gärtner demonstrates how ATDD can be applied using diverse frameworks and languages. Each case study is accompanied by an extensive set of artifacts, including test automation classes, step definitions, and full sample implementations. These realistic examples illuminate ATDD's fundamental principles, show how ATDD fits into the broader development process, highlight tips from Gärtner's extensive experience, and identify crucial pitfalls to avoid. Readers will learn to Master the thought processes associated with successful ATDD implementation Use ATDD with Cucumber to describe software in ways businesspeople can understand Test web pages using ATDD tools Bring ATDD to Java with the

FitNesse wiki-based acceptance test framework Use examples more effectively in Behavior-Driven Development (BDD) Specify software collaboratively through innovative workshops Implement more user-friendly and collaborative test automation Test more cleanly, listen to test results, and refactor tests for greater value If you're a tester, analyst, developer, or project manager, this book offers a concrete foundation for achieving real benefits with ATDD now-and it will help you reap even more value as you gain experience.

Behavior-Driven Development with Cucumber Richard Lawrence, Paul Rayner, 2019-05-20 Master BDD to deliver higher-value software more quickly To develop high-value products quickly, software development teams need better ways to collaborate. Agile methods like Scrum and Kanban are helpful, but they're not enough. Teams need better ways to work inside each sprint or work item. Behavior-driven development (BDD) adds just enough structure for product experts, testers, and developers to collaborate more effectively. Drawing on extensive experience helping teams adopt BDD, Richard Lawrence and Paul Rayner show how to explore changes in system behavior with examples through conversations, how to capture your examples in expressive language, and how to flow the results into effective automated testing with Cucumber. Where most BDD resources focus on test automation, this guide goes deep into how BDD changes team collaboration and what that collaboration looks like day to day. Concrete examples and practical advice will prepare you to succeed with BDD, whatever your context or role. Learn how to collaborate better by using concrete examples of system behavior Identify your project's meaningful increment of value so you're always working on something important Begin experimenting with BDD slowly and at low risk Move smoothly from informal examples to automated tests in Cucumber Use BDD to deliver more frequently with greater visibility Make Cucumber scenarios more expressive to ensure you're building the right thing Grow a Cucumber suite that acts as high-value living documentation Sustainably work with complex scenario data Get beyond the "mini-waterfalls" that often arise on Scrum teams

BDD in Action John Smart,2014-09-29 Summary BDD in Action teaches you the Behavior-Driven Development model and shows you how to integrate it into your existing development process. First you'll learn how to apply BDD to requirements analysis to define features that focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You can't write good software if you don't understand what it's supposed to do. Behavior-Driven Development (BDD) encourages teams to use conversation and concrete examples to build up a shared understanding of how an application should work and which features really matter. With an emerging body of best practices and sophisticated new tools that assist in requirement analysis and test automation, BDD has become a hot, mainstream practice. About the Book BDD in Action teaches you BDD

principles and practices and shows you how to integrate them into your existing development process, no matter what language you use. First, you'll apply BDD to requirements analysis so you can focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. No prior experience with BDD is required. What's Inside BDD theory and practice How BDD will affect your team BDD for acceptance, integration, and unit testing Examples in Java, .NET, JavaScript, and more Reporting and living documentation About the Author John Ferguson Smart is a specialist in BDD, automated testing, and software lifecycle development optimization. Table of Contents PART 1: FIRST STEPS Building software that makes a difference BDD—the whirlwind tour PART 2: WHAT DO I WANT? DEFINING REQUIREMENTS USING BDD Understanding the business goals: Feature Injection and related techniques Defining and illustrating features From examples to executable specifications Automating the scenarios PART 3: HOW DO I BUILD IT? CODING THE BDD WAY From executable specifications to rocksolid automated acceptance tests Automating acceptance criteria for the UI layer Automating acceptance criteria for non-UI requirements BDD and unit testing PART 4: TAKING BDD FURTHER Living Documentation: reporting and project management BDD in the build process

Fifty Quick Ideas to Improve Your User Stories Gojko Adzic, David Evans, 2014-10-15 This book will help you write better stories, spot and fix common issues, split stories so that they are smaller but still valuable, and deal with difficult stuff like crosscutting concerns, long-term effects and non-functional requirements. Above all, this book will help you achieve the promise of agile and iterative delivery: to ensure that the right stuff gets delivered through productive discussions between delivery team members and business stakeholders. Who is this book for? This is a book for anyone working in an iterative delivery environment, doing planning with user stories. The ideas in this book are useful both to people relatively new to user stories and those who have been working with them for years. People who work in software delivery, regardless of their role, will find plenty of tips for engaging stakeholders better and structuring iterative plans more effectively. Business stakeholders working with software teams will discover how to provide better information to their delivery groups, how to set better priorities and how to outrun the competition by achieving more with less software. What's inside? Unsurprisingly, the book contains exactly fifty ideas. They are grouped into five major parts: - Creating stories: This part deals with capturing information about stories before they get accepted into the delivery pipeline. You'll find ideas about what kind of information to note down on story cards and how to quickly spot potential problems. - Planning with stories: This part contains ideas that will help you manage the big-picture view, set milestones and organise long-term work. - Discussing stories: User stories are all about effective conversations, and this part contains ideas to improve discussions between delivery teams and business stakeholders. You'll find out how to discover hidden assumptions and how to facilitate effective conversations to ensure

shared understanding. - Splitting stories: The ideas in this part will help you deal with large and difficult stories, offering several strategies for dividing them into smaller chunks that will help you learn fast and deliver value quickly. - Managing iterative delivery: This part contains ideas that will help you work with user stories in the short and mid term, manage capacity, prioritise and reduce scope to achieve the most with the least software. About the authors: Gojko Adzic is a strategic software delivery consultant who works with ambitious teams to improve the quality of their software products and processes. Gojko's book Specification by Example was awarded the #2 spot on the top 100 agile books for 2012 and won the Jolt Award for the best book of 2012. In 2011, he was voted by peers as the most influential agile testing professional, and his blog won the UK agile award for the best online publication in 2010. David Evans is a consultant, coach and trainer specialising in the field of Agile Quality. David helps organisations with strategic process improvement and coaches teams on effective agile practice. He is regularly in demand as a conference speaker and has had several articles published in international journals.

Natural Language Annotation for Machine Learning James Pustejovsky, Amber Stubbs, 2013 Includes bibliographical references (p. 305-315) and index.

<u>Impact Mapping</u> Gojko Adzic,2012-10 A practical guide to impact mapping, a simple yet incredibly effective method for collaborative strategic planning that helps organizations make an impact with software.

The Architecture Reference & Specification Book Updated & Revised Julia McMorrough, 2018-01-09 Most architectural standards references contain thousands of pages of details, overwhelmingly more than architects need to know to know on any given day. The updated and revised edition of Architecture Reference & Specification contains vital information that's essential to planning and executing architectural projects of all shapes and sizes, all in a format that is small enough to carry anywhere. It distills the data provided in standard architectural volumes and is an easy-to-use reference for the most indispensable--and most requested--types of architectural information.

<u>Software Specification Methods</u> Henri Habrias, Marc Frappier, 2013-03-01 This title provides a clear overview of the main methods, and has a practical focus that allows the reader to apply their knowledge to real-life situations. The following are just some of the techniques covered: UML, Z, TLA+, SAZ, B, OMT, VHDL, Estelle, SDL and LOTOS.

SPECC: Specification Language and Methodology Daniel D. Gajski, Jianwen Zhu, Rainer Dömer, Andreas Gerstlauer, Shuqing Zhao, 2012-12-06 For the near future, the recent predictions and roadmaps of silicon semiconductor technology all agree that the number of transistors on a chip will keep growing exponentially according to Moore's Law, pushing technology towards the system-on-a-chip (SOC) era. However, we are increasingly experiencing a productivity gap where the chip complexity that can be handled by current design teams falls short of the possibilities offered by technological advances. Together with growing time-to-market pressures, this drives the need for innovative measures to increase design

productivity by orders of magnitude. It is commonly agreed that the solutions for achieving such a leap in design productivity lie in a shift of the focus of the design process to higher levels of abstraction on the one hand and in the massive reuse of predesigned, complex system components (intellectual property, IP) on the other hand. In order to be successful, both concepts eventually require the adoption of new languages and methodologies for system design, backed-up by the availability of a corresponding set of system-level design automation tools. This book presents the SpecC system-level design language (SLDL) and the corresponding SpecC design methodology. The SpecC language is intended for specification and design of SOCs or embedded systems including software and hardware, whether using fixed platforms, integrating systems from different IPs, or synthesizing the system blocks from programming or hardware description languages. SpecC Specification Language and Methodology describes the SpecC methodology that leads designers from an executable specification to an RTL implementation through a well-defined sequence of steps. Each model is described and guidelines are given for generating these models from executable specifications. Finally, the SpecC methodology is demonstrated on an industrial-size example. The design community is now entering the system level of abstraction era and SpecC is the enabling element to achieve a paradigm shift in design culture needed for system/product design and manufacturing. SpecC Specification Language and Methodology will be of interest to researchers, designers, and managers dealing with system-level design, design flows and methodologies as well as students learning system specification, modeling and design.

Just Enough Software Test Automation Daniel J. Mosley, Bruce A. Posey, 2002 Offers advice on designing and implementing a software test automation infrastructure, and identifies what current popular testing approaches can and cannot accomplish. Rejecting the automation life cycle model, the authors favor limited automation of unit, integration, and system testing. They also present a control synchronized data-driven framework to help jump-start an automation project. Examples are provided in the Rational suite test studio, and source code is available at a supporting web site. Annotation copyrighted by Book News, Inc., Portland, OR.

Foundations of Algebraic Specification and Formal Software Development Donald Sannella, Andrzej Tarlecki, 2012-01-05 This book provides foundations for software specification and formal software development from the perspective of work on algebraic specification, concentrating on developing basic concepts and studying their fundamental properties. These foundations are built on a solid mathematical basis, using elements of universal algebra, category theory and logic, and this mathematical toolbox provides a convenient language for precisely formulating the concepts involved in software specification and development. Once formally defined, these notions become subject to mathematical investigation, and this interplay between mathematics and software engineering yields results that are mathematically interesting, conceptually revealing, and practically useful. The theory presented by the authors has its origins in work on algebraic specifications that started in the early 1970s, and their treatment is comprehensive. This book contains five kinds of material:

the requisite mathematical foundations; traditional algebraic specifications; elements of the theory of institutions; formal specification and development; and proof methods. While the book is self-contained, mathematical maturity and familiarity with the problems of software engineering is required; and in the examples that directly relate to programming, the authors assume acquaintance with the concepts of functional programming. The book will be of value to researchers and advanced graduate students in the areas of programming and theoretical computer science.

Formal Specification and Documentation Using Z Jonathan Peter Bowen, 1996

Effective Unit Testing Lasse Koskela, 2013-02-03 Summary Effective Unit Testing is written to show how to write good tests—tests that are concise and to the point, expressive, useful, and maintainable. Inspired by Roy Osherove's bestselling The Art of Unit Testing, this book focuses on tools and practices specific to the Java world. It introduces you to emerging techniques like behavior-driven development and specification by example, and shows you how to add robust practices into your toolkit. About Testing Test the components before you assemble them into a full application, and you'll get better software. For Java developers, there's now a decade of experience with well-crafted tests that anticipate problems, identify known and unknown dependencies in the code, and allow you to test components both in isolation and in the context of a full application. About this Book Effective Unit Testing teaches Java developers how to write unit tests that are concise, expressive, useful, and maintainable. Offering crisp explanations and easy-to-absorb examples, it introduces emerging techniques like behavior-driven development and specification by example. Programmers who are already unit testing will learn the current state of the art. Those who are new to the game will learn practices that will serve them well for the rest of their career. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. About the Author Lasse Koskela is a coach, trainer, consultant, and programmer. He hacks on open source projects, helps companies improve their productivity, and speaks frequently at conferences around the world. Lasse is the author of Test Driven, also published by Manning. What's Inside A thorough introduction to unit testing Choosing best-of-breed tools Writing tests using dynamic languages Efficient test automation Table of Contents PART 1 FOUNDATIONS The promise of good tests In search of good Test doubles PART 2 CATALOG Readability Maintainability Trustworthiness PART 3 DIVERSIONS Testable design Writing tests in other JVM languages Speeding up test execution

Larch: Languages and Tools for Formal Specification John V. Guttag, James J. Horning, 2012-12-06 Building software often seems harder than it ought to be. It takes longer than expected, the software's functionality and performance are not as wonderful as hoped, and the software is not particularly malleable or easy to maintain. It does not have to be that way. This book is about programming, and the role that formal specifications can play in making programming easier and programs better. The intended audience is practicing programmers and students in undergraduate or basic graduate courses in software engineering or formal methods. To make the book accessible to such an audience, we have not presumed that the

reader has formal training in mathematics or computer science. We have, however, presumed some programming experience. The roles of fonnal specifications Designing software is largely a matter of combining, inventing, and planning the implementation of abstractions. The goal of design is to describe a set of modules that interact with one another in simple, well defined ways. If this is achieved, people will be able to work independently on different modules, and yet the modules will fit together to accomplish the larger purpose. In addition, during program maintenance it will be possible to modify a module without affecting many others. Abstractions are intangible. But they must somehow be captured and communicated. That is what specifications are for. Specification gives us a way to say what an abstraction is, independent of any of its implementations.

Specification and Compositional Verification of Real-Time Systems Jozef Hooman,1991-11-27 The research described in this monograph concerns the formal specification and compositional verification of real-time systems. A real-time programminglanguage is considered in which concurrent processes communicate by synchronous message passing along unidirectional channels. To specify functional and timing properties of programs, two formalisms are investigated: one using a real-time version of temporal logic, called Metric Temporal Logic, and another which is basedon extended Hoare triples. Metric Temporal Logic provides a concise notation express timing properties and to axiomatize the programming language, whereas Hoare-style formulae are especially convenient for the verification of sequential constructs. For both approaches a compositional proof system has been formulated to verify that a program satisfies a specification. To deduce timing properties of programs, first maximal parallelism is assumed, modeling the situation in which each process has itsown processor. Next, this model is generalized to multiprogramming where several processes may share a processor and scheduling is based on priorities. The proof systems are shown to be sound and relatively complete with respect to a denotational semantics of the programming language. The theory is illustrated by an example of a watchdog timer.

The Rust Programming Language (Covers Rust 2018) Steve Klabnik, Carol Nichols, 2019-09-03 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced

pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Developer Testing Alexander Tarlinder, 2016-09-07 How do successful agile teams deliver bug-free, maintainable software—iteration after iteration? The answer is: By seamlessly combining development and testing. On such teams, the developers write testable code that enables them to verify it using various types of automated tests. This approach keeps regressions at bay and prevents "testing crunches"—which otherwise may occur near the end of an iteration—from ever happening. Writing testable code, however, is often difficult, because it requires knowledge and skills that cut across multiple disciplines. In Developer Testing, leading test expert and mentor Alexander Tarlinder presents concise, focused guidance for making new and legacy code far more testable. Tarlinder helps you answer questions like: When have I tested this enough? How many tests do I need to write? What should my tests verify? You'll learn how to design for testability and utilize techniques like refactoring, dependency breaking, unit testing, data-driven testing, and test-driven development to achieve the highest possible confidence in your software. Through practical examples in Java, C#, Groovy, and Ruby, you'll discover what works—and what doesn't. You can quickly begin using Tarlinder's technology-agnostic insights with most languages and toolsets while not getting buried in specialist details. The author helps you adapt your current programming style for testability, make a testing mindset "second nature," improve your code, and enrich your day-to-day experience as a software professional. With this guide, you will Understand the discipline and vocabulary of testing from the developer's standpoint Base developer tests on well-established testing techniques and best practices Recognize code constructs that impact testability Effectively name, organize, and execute unit tests Master the essentials of classic and "mockist-style" TDD Leverage test doubles with or without mocking frameworks Capture the benefits of programming by contract, even without runtime support for contracts Take control of dependencies between classes, components, layers, and tiers Handle combinatorial explosions of test cases, or scenarios requiring many similar tests Manage code duplication when it can't be eliminated Actively maintain and improve your test suites Perform more advanced tests at the integration, system, and endto-end levels Develop an understanding for how the organizational context influences quality assurance Establish wellbalanced and effective testing strategies suitable for agile teams

Immerse yourself in heartwarming tales of love and emotion with is touching creation, **Specification By Example** . This

emotionally charged ebook, available for download in a PDF format (Download in PDF: *), is a celebration of love in all its forms. Download now and let the warmth of these stories envelop your heart.

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Specification By Example

Introduction

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